

FINGERPRINTING DIGITAL VIDEO FOR RIGHTS MANAGEMENT IN NETWORKS

Abstract of the Disclosure

Systems and methods generate video fingerprints for video data streams. A collection of sub-fingerprints constitute a fingerprint block. The size and temporal position of the block is chosen to represent the video that is being served. The video server has prior information about the video semantics. Based on this information, the server generates control codes that identify which blocks, based on time/byte offsets, in the sequence best represent the video object. The video receiver is equipped with facilities to generate these fingerprint blocks. The block(s) are sent back to the server. The server is equipped with facilities to verify and record the mismatches with respect to references. The mismatch statistics may be archived for use in a number of applications.

"Express Mail" mailing label number: EV 370239657 US

Date of Deposit: March 25, 2004

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